

What is claimed as new and desired to be protected by Letter Patent is set forth in particular in appended claims:

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1. A historical war game with flat soldiers for at least two players, who represent opposing sides, which is conducted on a smooth flat surface, for example, on a smooth floor, 5 bounded by an imaginary line representing the edge of the battlefield, said game comprising a set of flat game pieces (units) which represent figures of warriors, war animals, standards, military equipment and armaments, fortifications and siege weapons, and models of projectiles, corresponding to a certain historical period, the device for measurement of displacement of units, the device for measurement of the area of damage delivered by 10 projectiles, the device for imitation of shooting, topographical maps and standard playing dice.

2. The game, as claimed in claim 1, wherein said flat game pieces are made of paper, cardboard or plastic, and said models of projectiles are made of wood, cardboard or plastic,

3. The game, as claimed in claim 2, wherein said models of projectiles reproduce the 15 contours of real corresponding projectiles.

4. The game, as claimed in claim 3, wherein the edges of said models of projectiles are tapered or equivalently sloped on both surfaces.

5. The game, as claimed in claim 4, wherein a ratio of the thickness of said models of projectiles to the thickness of the rest of said game pieces is larger than two.

20 6. The game, as claimed in claim 1, wherein said imaginary line, marking the edge of the battlefield, is drawn with chalk or marked with any kind of string.

7. The game, as claimed in claim 1, wherein said device for imitation of shooting is a flat support, which has a thickness of more than ten times that of the game pieces.

8. The game, as claimed in claim 7, wherein said device for imitation of shooting has a support, which enables it to be placed at an angle to the horizontal.

5 9. The game, as claimed in claim 1, wherein said device for measurement of the area of damage delivered by projectiles, has a form of a flat transparent sheet, made, for example, from plastic, with a mark on it that corresponds to the initial point of reference and concentric circles having their center point at said mark, each indicating different degrees of damage delivered, which are specified for every projectile.

10 10. The game, as claimed in claim 1, wherein said device for measurement of displacement of units has a form of a ruler with marks, made according with greatest distances different units can move per turn.

15 11. A method of playing a historical war game with flat soldiers for at least two players, representing opposing sides, which is conducted on a smooth flat surface, for example, on a smooth floor, bounded by an imaginary line representing the edge of the battlefield, with a set of flat game pieces (units) which represent figures of warriors, war animals, standards, military equipment and armaments, fortifications and siege weapons, and models of projectiles, corresponding to a certain historical period, the device for measurement of displacement of units, the device for measurement of the area of damage delivered by projectiles, the device for imitation of shooting, topographical maps and standard playing dice, said method controlled with rules for administering a battle and rules for evaluation of military actions, which consider equipment, weapons and configuration of detachments, intervals of unit movement, radii of damage delivery by projectiles, efficiency of attack and

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defense for different types of units, fitting with a certain historical period, which contains the following steps:

5 a. agreement between players upon time and place of a battle, composition of the armies, definition of the purpose of the battle and determination of the initial positioning of detachments with a help of included topographical maps;

b. marking a line on said smooth flat surface (floor), that signifies the edge of the battlefield;

c. announcement of the starting position of each detachment by the opposing players;

10 d. placement of said game pieces by said opposing players on said smooth playing surface within the boundary of the battlefield, according to disposition of their detachments, while those detachments that are considered as reserve are placed outside said boundary of the battlefield;

e. determination of the side making the first move with draw;

15 f. conducting moves one side after another, each move consisting of:

□ announcement of all the military action, such as shooting and movement, that is to be conducted during this turn;

20 □ shooting by placing said models of projectiles onto said device for imitation of shooting, placing said device on top of the units considered to be shooting, and making a shot with a click of a finger, shooting being conducted according to said rules for administering a battle, accounting for the fact that if the figure of a unit

gets within the damage zone of a given type of projectile, that unit is damaged and is dismissed from the battlefield;

□ movement of the chosen detachments within the limits of said intervals of unit displacements, according to said rules for administering a battle;

5 □ hand-to-hand combat, if it is plausible for a given historical period and if, as a result of displacement, when units of a detachment came into direct contact with units of an opposing detachment, according to said rules for administering a battle;

10 □ evaluation of military action results depending on relational losses of each detachment after each side had a right of turn, counted at the time and in a manner described in said rules for evaluation of military actions;

g. agreement to conduct negotiations to end all military action if one side has lost part of its army, agreed on beforehand, in this case the side which lost more units is considered to be the losing side.

15 h. end of war as a collection of battles if one of the sides has lost its capital, or a part of territory, or a part of its army, as agreed for at the beginning of the war, in this case said side is considered to be the losing side.

12. The method of playing, as claimed in claim 11, wherein said rules for administering a battle control:

- 20 a. order of shooting;
- b. order of troop movement;
- c. rules for hand-to-hand combat;

- d.** rules for military action at or near fortifications;
- e.** conditions for capturing opponent's units and/or trophies;
- f.** rules for entry of detachments currently in reserve.

5      **13.** The method of playing, as claimed in claim 12, wherein said order of shooting for a historical period of second half of fourteenth – first quarter of fifteenth century is controlled by the following:

- a.** if at the beginning of shooting the number of archers on the field is greater than 10, the number of shots available to the players holding the right of turn is fifty percents of the number of archers, but no less than ten shots;
- b.** if the total number of archers is smaller than or equal to ten, the number of available shots is the total number of archers on the field;
- c.** bowmen can shoot every turn, crossbowmen can shoot every other turn;
- d.** at the beginning of battle, a bowman has ten arrows in his possession, a crossbowman has five arrows;
- e.** an infantry archer has a right of shot if he has no more than one row of infantrymen of the same army in front of him, while a cavalry archer has a right of shot if no more than two rows of infantrymen or one row of the same army cavalrymen in front of him, otherwise an archer has no shot during a current turn.

20      **14.** The method of playing, as claimed in claim 12, wherein said order of troop movement for a historical period of second half of fourteenth – first quarter of fifteenth century is controlled by the following provisions:

- a.** each side can move no more than half its detachments per turn;

b. each detachment can move in any direction, provided it does not split into smaller detachments;

c. during movement, no part of a unit's figure can be put on top of another unit's figure.

5      15. The method of playing, as claimed in claim 12, wherein said rules for hand-to-hand combat account for efficiency of attack and defense of units participating and for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions:

10      a. hand-to-hand combat between opposing detachments consists of local clashes between two or several opposing units, provided that any given unit can attack only one opposing unit;

b. a clash where several units attack one enemy unit is allowed only if the sum of their efficiencies of attack is no greater than twice the efficiency of defense for the defending unit;

15      c. in case said sum of their efficiencies of attack is greater or equal to three times the efficiency of defense of the defending unit, that unit is captured;

20      d. the number of points on the faces of thrown dice defines immediate efficiency of units participating in a clash, wherein the proportions between the number of dice for attackers and a defender and between the sum of efficiencies of attack for the attackers and the efficiency of defense for the defender are equivalent.

16. The method of playing, as claimed in claim 12, wherein said rules for administering a battle at or near fortifications for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions:

- a. a catapult can shoot every third turn;
- b. if a stone projectile hits a fortification, any block covered even partly by the projectile is destroyed, creating a breach;
- c. a flaming projectile does no damage to fortification;
- 5 d. units of the side storming a fortification can enter the fortification if the figure of a unit can fully fit through a breach in the fortification;
- e. figures of units defending a fortification on the wall are covered by it up to, but no further than the chest;
- f. the substitution of damaged units on the walls with fresh units is conducted during  
10 the player's next turn;
- g. each siege ladder is carried by four infantrymen;
- h. a battering ram used to destroy a fortification's gates is moved by 6 infantrymen;
- i. in order to destroy the gates, at least two blows must be delivered to them with a  
ram, wherein each blow consists of two moves: the blow itself and the consequent  
15 backing up of the battering ram.

17. The method of playing, as claimed in claim 11, wherein said rules for evaluation of military actions are based on the evaluation of losses suffered by each side during shooting or hand-to-hand combat.

18. The method of playing, as claimed in claim 17, wherein said evaluation of losses  
20 suffered by each side during shooting or hand-to-hand combat for a historical period of second half of fourteenth – first quarter of fifteenth century, is controlled by the following provisions:

a. loss of units dismissed from the battlefield is quantified through penalty points and depends on the type of a unit;

b. success of military actions is determined through a coefficient of loss  $W$  for every detachment, such that  $W = B / C$ , where  $B$  is the sum of penalty points, corresponding to detachment's losses, and  $C$  is the sum of said efficiencies of defense for every unit in the detachment, either determined at the beginning of the game or recalculated after the previous military action's evaluation;

c. outcome of losses suffered, depending on the value of said coefficient of loss  $W$  of that detachment can be one of the following:

- ☐ detachment surrenders;
- ☐ detachment flees the battlefield;
- ☐ detachment retreats the distance one and half times that of the largest possible move of its speediest unit;
- ☐ detachment retreats the distance of the largest possible move of its speediest unit;
- ☐ detachment continues the battle in the same position.

19. The method of playing, as claimed in claim 12, wherein said rules for entry of detachments currently in reserve for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions:

- a. players can conduct entry of reserve units during any turn;
- b. entry of reserve units into the area next to the imaginary edge of the battlefield requires one turn;
- c. reserve units currently located beyond the edge of the battlefield suffer no damage from enemy's projectiles.